TRAVEL Yahtzee®

By E. S. Lowe
A Milton Bradley Company

OBJECT OF THE GAME

Try to obtain the highest score for one or more games.

NUMBER OF PLAYERS

Yahtzee can be played by one or more players. When playing alone, try for the highest score each time you play. The highest score that can be obtained in one game (not counting any Yahtzee bonuses) is 375 points.

In a multiplayer game, the player with the highest score for one or more games wins. An optional scoring method can be that the player who wins earns the difference between his or her score and that of his or her opponents' score.

CONTENTS

Your Travel Yahtzee game includes:

- 1 Dice Roller with 5 dice
- 1 Yahtzee scorepad
- 1 instruction booklet

GAME SUMMARY

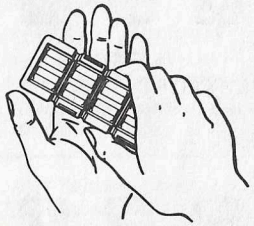
On a turn, you may roll the dice up to three times in order to obtain a scoring combination. After your dice roll, you *must* place a score or a zero in one of the boxes in the vertical column under the Game# you are playing. The game ends after 13 rounds, when all 13 scoring boxes in that column have been filled. The scores are then totaled and combined with any bonus points achieved for a final tally.

HOW TO USE YOUR DICE ROLLER:

ROLLING THE DICE

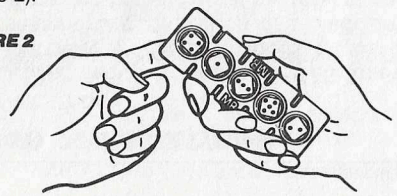
(a) Hold the Dice Roller face down and rub it against the palm of one hand, rotating all the dice. (See Figure 1).

FIGURE 1



(b) Turn the Dice Roller face up again making sure that all the dice are lying flat. Keep the Dice Roller face up and lock any dice you wish to keep by firmly pressing the case upwards directly beneath the individual dice (See Figure 2).

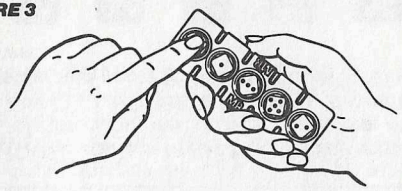
FIGURE 2



(c) To roll again, turn the Dice Roller face down and roll the free dice.

(d) If you wish to release any locked dice push down on top of the dice until you hear them click free. (See Figure 3).

FIGURE 3



HOW TO PLAY THE GAME

On a turn, you are allowed a *maximum of three rolls* of the dice, although you may stop after the first or second roll and fill in a scoring box, if you wish. Of course, your turn is over once you fill in a scoring box.

A. For the first roll, you must roll all five dice. Hold the Dice Roller face down and rotate all 5 dice against the palm of your hand. You may lock up any dice you wish to save.

B. For the second and third rolls, you may roll ANY or ALL of the dice again. After your second roll, you may release any locked dice or lock up any other dice before rolling again. You need not declare what you are trying to shoot (what box you are trying to fill in) and you may change your mind at any time.

C. The dice are final after the third roll and *must be scored.*

In a multiplayer game, to determine who plays first, do the following. Each player rolls all 5 dice. Whoever has the highest total of all dice, plays first. Play continues clockwise.

HOW TO SCORE

You must make your own decision of what and where to score your dice roll based on your own individual strategy. Look at the score sheet. In each game, there are 13 scoring rounds...that's 13 boxes to be filled in. On each turn, you *must* place a *score or a zero* in one of those boxes in the vertical column of the Game# you are playing. The 13 scoring boxes are: ACES, TWOS, THREES, FOURS, FIVES AND SIXES in the Upper Section; 3 OF A KIND, 4 OF A KIND, FULL HOUSE, SMALL STRAIGHT, LARGE STRAIGHT, YAHTZEE (5 of a kind) and CHANCE in the Lower Section.

HERE ARE SOME SCORING RULES:

1. At the end of each turn, you must place a score or a zero in one of the 13 scoring boxes.

2. A scoring box can be used only once in a game.

3. You can place a zero rather than a score in a box, if you believe it will be an advantage.

4. The boxes may be filled in any order, according to your best judgement.

5. *Bonus Points:* on the score sheet, there is a total for the Upper Section and the Lower Section. Add them together for your final score. There is also the possibility to earn bonus points which count toward your final score. You can get bonus points in two ways: (1) If you attain a score of 63 or more in the Upper Section, then you are awarded a 35 point bonus to your Upper Section total; (2) and if you roll more than one Yahtzee in a game, there is a possibility of earning more points. See "Yahtzee Bonus" on page 8 for more details.

Please open booklet

SCORING COMBINATIONS

THE UPPER SECTION

—in the Upper Section, there are ACES (ones), TWOS, THREES, FOURS, FIVES, and SIXES. If you choose to score in the Upper Section, you count and add only the dice with the same number and enter the total of such dice in the appropriate box. For example, at the end of your turn, you rolled the following and have elected to score in the Upper Section. You would score 9 in the THREES box on this toss:

—you may enter the total of *any number* of the same value dice in the appropriate box in the Upper Section. For example, if your final dice toss is:

You may choose to score 2 in the ACES box or 6 in the SIXES box.

—if you are unable to place a score in either the Upper Section or the Lower Section, you *must* enter a zero in the scoring box of your choice in either section.

—if you score 63 points or more in the Upper Section, you earn a bonus of 35 points which you enter in the Bonus box of the Upper Section (for quick calculation, 63 can be obtained by scoring three of each number, ACES through SIXES).

THE LOWER SECTION

The Lower Section is scored exactly as indicated...

—3 OF A KIND box may be filled only if the dice show at least three of the same number. For example, if your final toss is:

You would score 18, a total of all five dice in your 3 OF A KIND box.

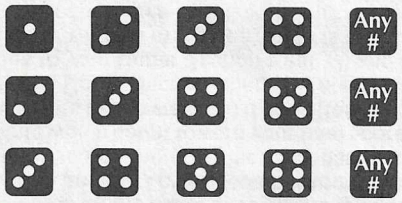
—4 OF A KIND box scores the total of all dice provided they include four of the same number. For example, if you toss:

You would score 14, a total of all five dice, in your 4 OF A KIND box. *Note:* you could also score this toss in the 3 OF A KIND box as 14, since it also meets those requirements. You decide which box, but only one box scored each turn.

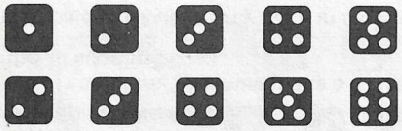
—FULL HOUSE box is scored when the dice show any combination of three of one number and two of another number. Any FULL HOUSE is scored as 25 points. For example, you would score 25 in the FULL HOUSE box if the dice showed:

Note: you could also score this combination in the following ways: as 19 in the 3 OF A KIND box in the Lower Section; as 9 in the THREES box in the Upper Section; as 10 in the FIVES box in the Upper Section; as 19 in the CHANCE box in the Lower Section. Again, you must decide where to score!

—SMALL STRAIGHT box can be scored if the dice show any sequence of four numbers. Any SMALL STRAIGHT scores 30 points. The following are examples of SMALL STRAIGHTS:



—LARGE STRAIGHT box can be scored if the dice show any sequence of five numbers. Any LARGE STRAIGHT scores 40 points. The following are examples of LARGE STRAIGHTS:



Note: a LARGE STRAIGHT may also be scored as 30 points in the SMALL STRAIGHT box, since it also meets such requirements.

—YAHTZEE box can be scored if the dice show five of the same number (5 of a kind). A Yahtzee scores 50 points. One example of a Yahtzee is:

Please see "Yahtzee Bonus" and "Yahtzee As A Joker" on pages 8 and 9 for more details on scoring more than one Yahtzee in a game.

—CHANCE box scores the total of all five dice and it is the one chance to score any combination. For example if you tossed:

You could score 22 in the CHANCE box on this toss, a total of all the values!

THE YAHTZEE BONUS

You receive 100 Bonus points for the second and each subsequent Yahtzee (5 of a kind) that you toss, only under the following condition: if, and only if the first Yahtzee was scored as a 50 in the YAHTZEE box. If you had previously scored a zero in that YAHTZEE box, you are not entitled to a Yahtzee Bonus.

If you do roll another Yahtzee and have previously scored 50 in your YAHTZEE box on your first Yahtzee rolled, then place a check mark in the YAHTZEE BONUS box on your score sheet. At the end of the game, the number of "checks" are totaled...100 points per check...and all Bonus Yahtzee points are added to your final score.

YAHTZEE USED AS A JOKER IN THE LOWER SECTION

A Yahtzee may be used as a joker in the Lower Section when both of the following conditions exist:

1. The YAHTZEE box has been previously filled with a 50 or a zero.

2. The appropriate box in the Upper Section has been previously filled. For example, if you tossed the following Yahtzee and the FOURS box had been previously filled.

Now, if you wish to score the above Yahtzee in the Lower Section, total all five dice (in this case the value is 20) and fill any of the following Lower Section boxes: 3 OF A KIND, 4 OF A KIND, or CHANCE. If you wish to score this Yahtzee in the FULL HOUSE box, score it as 25; if you wish to score it in the SMALL STRAIGHT box, score it as 30; if you wish to score it in the LARGE STRAIGHT box, score it as 40. *Important:* if all the boxes in the Lower Section are filled, you must enter a zero in a box of your choice in the Upper Section.

Please Note: you may or may not be able to score a Yahtzee in the Lower Section. In either instance, however, you could be entitled to a Bonus Yahtzee - place a check in the YAHTZEE BONUS box only if you previously filled the YAHTZEE box with a 50, not a zero!

YAHTZEE SCORED IN THE UPPER SECTION

You may also score a second or subsequent Yahtzee in the Upper Section, if you have previously filled your YAHTZEE box with a 50 or a zero. To do so, score the total of the five dice in the appropriate box. For example, if you rolled five 4's, you would score 20 in the FOURS box. You may also be entitled to a Bonus Yahtzee - place a check in the YAHTZEE BONUS box only if you previously filled the YAHTZEE box with a 50, not a zero!

EXAMPLE OF GAME PLAY

Here are some possible scoring combinations on three dice rolls:

On your first dice roll, you shoot this:

You could choose to go for TWOS in the Upper Section or 3 OF A KIND (in this example a possible three 2's) in the Lower Section. To do so, lock in the two dice marked "2" and reroll the 1, 3 and 6 dice and attempt to roll more 2's on the second roll.

If on the second roll of the dice, you toss this:

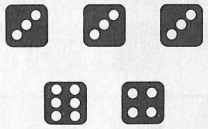
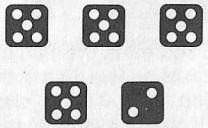
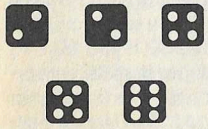
You could stop rolling here and score 6 in the TWOS box in the Upper Section or 17, the total of all five dice in the 3 OF A KIND box in the Lower Section. Or you could choose to roll again in the hope of getting one or even two more 2's.

If you choose to roll again, reroll the 5 and 6 dice only and toss them for your third and final roll. Here's what you get for your third toss:

On this roll, you could score the following in the Upper Section: a 6 in the TWOS box, or a 1 in the ACES box or a 4 in the FOURS box. In the Lower Section, you could score the following: an 11, a total of all five dice, in the 3 OF A KIND box, or an 11, a total of all five dice, in the CHANCE box.

STRATEGY HINTS

Here's an analysis of some dice roll scoring combinations, so you can see how strategic Yahtzee play can be.

If at the completion of your turn, your dice roll is:	Scoring, then, could be as follows:
	In Upper Section, score 9 in THREES box. Or in Lower Section, score 19, total of all dice, in 3 OF A KIND box; or 19, total of all dice, in CHANCE box.
	In Upper Section, score 20 in FIVES box. Or in Lower Section, score 22, total of all dice, in 3 OF A KIND box; or 22, total of all dice, in 4 OF A KIND box; or 22, total of all dice, in CHANCE box.
	In Lower Section, score 19, total of all dice, in CHANCE box. Or in Upper Section, score 4 in TWOS box. This Upper Section scoring, however, puts you two points below the target 63 points that you need to get the extra 35 point bonus. Remember, to overcome this deficit, you would have to score either four 3's, four 4's, four 5's or four 6's to earn that bonus.

In the above examples, if all of the appropriate boxes were already filled, you would have to score a zero in a blank box. It would be more advantageous if you could take a zero in an open Upper Section box and still make that 63 target score to earn the 35 point bonus. If you can't place the zero in the Upper Section, use your best judgment in placing it so as to lose the minimum of points!

Additional Yahtzee® Score Sheets are available at your local store, wherever games are sold.

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E.S. Lowe, A Milton Bradley Company, Springfield, Massachusetts 01101